EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L3	261	345/2.1.ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:04
L4	115	345/2.2.ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:04
L5	133	715/757.ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:04
L6	186	715/758.ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:20
L7	0	(chat adj server) with (message near3 rate) with (maximum capacity)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:21
L8	0	(chat adj server) with (message near3 rate) with (maximum capacity limit)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:21
L9	0	(chat adj server) with (messag$3 near3 rate) with (maximum capacity limit)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:21

EAST Search History

L10	0	(chat adj server) with (messag$3 near3 rate$1) with (maximum capacity limit)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:21
L11	0	(chat adj server) with (data adj transfer$3 near3 rate$1) with (maximum capacity limit)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:22
L12	0	(chat adj server) with (data adj transfer$3 near3 rate$1) with (maximum capacity limit$1 max$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:22
L13	0	(conference near2 server) with (data adj transfer$3 near3 rate$1) with (maximum capacity limit$1 max$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 16:23
S1	2318	709/204.ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:12
S2	1308	709/205.ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:12
S3	5059	709/206.ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:12

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S4	1	(wait adj list$3) and S2	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:13
S5	1	(wait adj list$3) and S1	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:13
S6	1	(wait adj list$3) and S3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:13
S7	1	(wait near3 list$3) and (chat adj room$1) and S1	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:14
S8	1	(wait near3 list$3) and (chat adj room$1) and S2	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:14
S9	1	(wait near3 list$3) and (chat adj room$1) and S3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:14
S10	2	(wait with list$3) and (chat adj room$1) and S3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:15

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S11	1	(wait with list$3) and (chat adj room$1) and S2	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:14
S12	2	(wait with list$3) and (chat adj room$1) and S1	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:14
S13	3	(wait$3 reserv$5 overflow$2 capacity extra) near4 (user$1 subscriber$1 client$1) same (chat online on-line internet web) near3 (room$1 forums$1 booad$1) and S3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:26
S14	4	(wait$3 reserv$5 overflow$2 capacity extra) near4 (user$1 subscriber$1 client$1) same (chat online on-line internet web) near3 (room$1 forums$1 booad$1) and S2	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:18
S15	9	(wait$3 reserv$5 overflow$2 capacity extra) near4 (user$1 subscriber$1 client$1) same (chat online on-line internet web) near3 (room$1 forums$1 booad$1) and S1	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:21
S16	2	(wait$3 reserv$5 overflow$2 capacity extra) near4 (participant$1 member$1 occupant$1 occupant$1) same (chat online on-line internet web) near3 (room$1 forums$1 booad$1) and S1	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:19
S17	0	(wait$3 reserv$5 overflow$2 capacity extra) near4 (participant$1 member$1 occupant$1 occupant$1) same (chat online on-line internet web) near3 (room$1 forums$1 booad$1) and S2	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:19

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S18	0	(wait$3 reserv$5 overflow$2 capacity extra) near4 (participant$1 member$1 occupant$1 occupant$1) same (chat online on-line internet web) near3 (room$1 forums$1 booad$1) and S3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:19
S19	12	(wait$3 reserv$5 overflow$2 capacity extra) near4 (user$1 subscriber$1 client$1) same (chat online on-line internet web) near3 (room$1 forums$1 board$1 conference$1) and S1	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:22
S20	5	(wait$3 reserv$5 overflow$2 capacity extra) near4 (user$1 subscriber$1 client$1) same (chat online on-line internet web) near3 (room$1 forums$1 board$1 conference$1) and S2	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:24
S21	3	(wait$3 reserv$5 overflow$2 capacity extra) near4 (user$1 subscriber$1 client$1) same (chat online on-line internet web) near3 (room$1 forums$1 board$1 conference$1) and S3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:22
S23	103	(wait$3 reserv$5 overflow$2 capacity extra) near4 (user$1 subscriber$1 client$1) same (chat online on-line internet web) near3 (room$1 forums$1 board$1 conferenc$4)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:26
S24	32	(wait$3 reserv$5 overflow$2 capacity extra) near4 (user$1 subscriber$1 client$1) same (chat online on-line internet web) near3 (room$1 forums$1 board$1 conferenc$4) and "709"/$.ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:26
S25	1455	S1 and (max$2 maximum$5 limit$4 exceed$4 threshold$3 headroom$1) same (participant$1 user$1 client$1 subscriber$1 member$1 occupnat$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:28

EAST Search History

S26	790	S2 and (max$2 maximum$5 limit$4 exceed$4 threshold$3 headroom$1) same (participant$1 user$1 client$1 subscriber$1 member$1 occupnat$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:28
S27	2954	S3 and (max$2 maximum$5 limit$4 exceed$4 threshold$3 headroom$1) same (participant$1 user$1 client$1 subscriber$1 member$1 occupnat$1)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/12/21 13:28

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1 Evaluating the impact of simultaneous multithreading on network servers using real hardware

Yaoping Ruan, Vivek S. Pai, Erich Nahum, John M. Tracey
June 2005 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2005 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '05**, Volume 33 Issue 1
Publisher: ACM Press
Full text available: pdf(498.70 KB) Additional Information: full citation, abstract, references, index terms

This paper examines the performance of simultaneous multithreading (SMT) for network servers using actual hardware, multiple network server applications, and several workloads. Using three versions of the Intel Xeon processor with Hyper-Threading, we perform macroscopic analysis as well as microarchitectural measurements to understand the origins of the performance bottlenecks for SMT processors in these environments. The results of our evaluation suggest that the current SMT support in the Xeon ...

Keywords: network server, simultaneous multithreading(SMT)

2 Video: Watching together: integrating text chat with video

Justin D. Weisz, Sara Kiesler, Hui Zhang, Yuqing Ren, Robert E. Kraut, Joseph A. Konstan
April 2007 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '07**
Publisher: ACM Press
Full text available: pdf(819.62 KB) Additional Information: full citation, abstract, references, index terms

Watching video online is becoming increasingly popular, and new video streaming technologies have the potential to transform video watching from a passive, isolating experience into an active, socially engaging experience. However, the viability of an active social experience is unclear: both chatting and watching video require attention, and may interfere with one another and detract from the experience. In this paper, we empirically examine the activity of chatting while watching video onli ...

Keywords: chat, friends, interactive television, social TV, strangers, video

3 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

4 Interaction I: The virtual learning space: an interactive 3D environment

Anja Le Blanc, Jonathan Bunt, Jim Petch, Yien Kwok
March 2005 **Proceedings of the tenth international conference on 3D Web technology Web3D '05**

Publisher: ACM Press

Full text available: pdf(648.44 KB) Additional Information: full citation, abstract, references

This paper describes the Virtual Learning Space (VLS) project, a multi-user, distance learning environment. It describes the historical background which led to the proposal for this project, as well as the educational requirements and the design cycle undertaken. Technical details about the implementation are discussed, including a description of the technologies involved and their interaction with each other, a description of the application, and examples of procedures to create interactivity w ...

Keywords: JAVA, VRML, distance learning, multi user

5 Thread clustering: sharing-aware scheduling on SMP-CMP-SMT multiprocessors

David Tam, Reza Azimi, Michael Stumm
March 2007 **ACM SIGOPS Operating Systems Review , Proceedings of the ACM SIGOPS/EuroSys European Conference on Computer Systems 2007 EuroSys '07**, Volume 41 Issue 3

Publisher: ACM

Full text available: pdf(682.25 KB) Additional Information: full citation, abstract, references, index terms

The major chip manufacturers have all introduced chip multiprocessing (CMP) and simultaneous multithreading (SMT) technology into their processing units. As a result, even low-end computing systems and game consoles have become shared memory multiprocessors with L1 and L2 cache sharing within a chip. Mid- and large-scale systems will have multiple processing chips and hence consist of an SMP-CMP-SMT configuration with non-uniform data sharing overheads. Current operating system schedulers are ...

Keywords: CMP, SMP, SMT, affinity scheduling, cache behavior, cache locality, detecting sharing, hardware performance counters, hardware performance monitors, multithreading, performance monitoring unit, resource allocation, shared caches, sharing, simultaneous multithreading, single-chip multiprocessors, thread migration, thread placement, thread scheduling

6 Online gaming services: Game server selection for multiple players

Steven Gargolinski, Christopher St. Pierre, Mark Claypool
October 2005 **Proceedings of 4th ACM SIGCOMM workshop on Network and system support for games NetGames '05**
Publisher: ACM Press
Full text available: pdf(190.96 KB) Additional Information: full citation, abstract, references, index terms

The increase in power and connectivity of computers has enabled a growth in network games, with many games having numerous servers to which a player can connect. The game server selected influences the game play, both by impacting the game type and map choice as well as the connection latency and server performance. Often, geographically spread-out friends, family and clan members want to play together on a centrally-located game server with good performance. Unfortunately, current game server s ...

Keywords: network games, server selection

7 Distributed systems: Sinfonia: a new paradigm for building scalable distributed systems

Marcos K. Aguilera, Arif Merchant, Mehul Shah, Alistair Veitch, Christos Karamanolis
October 2007 **Proceedings of twenty-first ACM SIGOPS symposium on Operating systems principles SOSP '07**
Publisher: ACM Press
Full text available: pdf(486.35 KB) Additional Information: full citation, abstract, references, index terms

We propose a new paradigm for building scalable distributed systems. Our approach does not require dealing with message-passing protocols -- a major complication in existing distributed systems. Instead, developers just design and manipulate data structures within our service called Sinfonia. Sinfonia keeps data for applications on a set of memory nodes, each exporting a linear address space. At the core of Sinfonia is a novel minitransaction primitive that enables efficient and consistent ac ...

Keywords: distributed systems, fault tolerance, scalability, shared memory, transactions, two-phase commit

8 An introductory course in computer communication and networks

Thomas Narten, Raj Yavatkar
January 1992 **ACM SIGCOMM Computer Communication Review**, Volume 22 Issue 1
Publisher: ACM Press
Full text available: pdf(913.81 KB) Additional Information: full citation, abstract, citings, index terms

This paper reports on the curriculum contents and experience obtained in the teaching of a semester-long introductory course in computer communication networks. The course is aimed at first year graduate and senior undergraduate students and covers a broad survey of networking issues. We focus on all seven layers of the OSI reference model and assign four major programming projects to reinforce the ideas covered in lectures. Projects include writing the client side of a client-server program tha ...

9 Features: Designing Portable Collaborative Networks

May 2003 **Queue**, Volume 1 Issue 3
Publisher: ACM Press
Full text available: pdf(547.14 KB) html(41.58 KB) Additional Information: full citation, index terms

10 Workload analysis: Accurate, scalable in-network identification of p2p traffic using application signatures

Subhabrata Sen, Oliver Spatscheck, Dongmei Wang

May 2004 **Proceedings of the 13th international conference on World Wide Web WWW '04**

Publisher: ACM Press

Full text available: pdf(205.76 KB) Additional Information: full citation, abstract, references, citings, index terms

The ability to accurately identify the network traffic associated with different P2P applications is important to a broad range of network operations including application-specific traffic engineering, capacity planning, provisioning, service differentiation,etc. However, traditional traffic to higher-level application mapping techniques such as default server TCP or UDP network-port baseddisambiguation is highly inaccurate for some P2P applications.In this paper, we provide an efficient approac ...

Keywords: application-level signatures, online application classification, p2p, traffic analysis

11 Computer supported learning: The effects of explicit referencing in distance problem solving over shared maps

Mauro Cherubini, Pierre Dillenbourg

November 2007 **Proceedings of the 2007 international ACM conference on Supporting group work GROUP '07**

Publisher: ACM

Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, references, index terms

Explicit Referencing is a mechanism for enabling deictic gestures in on-line communication. Little is known about the impact of ER on distance problem solving. In this paper, we report on a study where 120 students (60 pairs) had to solve a problem collaboratively, at a distance, using *chat* tools that differed in the way a user may relate an utterance to the task context. Results indicate that team performance is improved by explicit referencing mechanisms. However, when Explicit Refer ...

Keywords: computer supported cooperative work, computer-mediated communication, context, deictic

12 Effective location based services with dynamic data management in mobile environments

Shiow-Yang Wu, Kun-Ta Wu

May 2006 **Wireless Networks**, Volume 12 Issue 3

Publisher: Kluwer Academic Publishers

Full text available: pdf(896.56 KB) Additional Information: full citation, abstract, references, index terms

With the proliferation of mobile computing technologies, location based services have been identified as one of the most promising target application. We classify mobile information service domains based on feature characteristics of the information sources and different patterns of mobile information access. By carefully examining the service requirements, we identify the dynamic data management problem that must be addressed for effective location based services in mobile environments. We then ...

Keywords: cost analysis, dynamic data management, location based services, mobile information service model

13 Evaluating the usability of an evolving collaborative product —changes in user type, tasks and evaluation methods over time

Chris Nodder, Gayna Williams, Deborah Dubrow

November 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting group work GROUP '99**

Publisher: ACM Press

Full text available: pdf(3.15 MB) Additional Information: full citation, abstract, references, index terms

The first users of a new technology are often engineers and enthusiasts. The functionality and interface that they find acceptable may be very different than the requirements of a more mainstream audience. This poses challenges for usability engineers in both defining user groups and then evaluating a product against usability goals, when both users and goals are changing as the technology matures. Usability evaluation methods for collaborative applications must evolve and iterate at least ...

Keywords: NetMeeting, application sharing, collaborative tools, design consideration, development process, usability evaluation

14 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

15 Session 3: Effects of communication medium on interpersonal perceptions

Joanie B. Connell, Gerald A. Mendelsohn, Richard W. Robins, John Canny

September 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work GROUP '01**

Publisher: ACM Press

Full text available: pdf(227.14 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper uses a social psychological perspective to study the effectiveness of different media of communication and how they influence interactions in social groups and organizations. In particular, we are interested in the social richness of the media-how effectively they convey the personalities and intentions of their users. We studied CMC (email and chat) and voice telephony, and compared them with face-to-face interaction. Study 1 was a controlled laboratory study in which people got acqu ...

Keywords: CMC, computer-mediated communication, impression management, organizations, power, telephone

16 Scaling up a distance education program in computer science

J. Mark Pullen

June 2006 **ACM SIGCSE Bulletin , Proceedings of the 11th annual SIGCSE conference on Innovation and technology in computer science education ITICSE '06**, Volume 38 Issue 3

Publisher: ACM Press

Full text available: pdf(311.40 KB) Additional Information: full citation, abstract, references, index terms

This paper describes issues and their solutions in presenting a graduate program in

distance education online. The author developed significant experience in synchronous Internet distributed education by experimental teaching online. This process has produced an open-source software system for synchronous online teaching and learning, Network EducationWare. That system is described, along with experience in expanding its use from one course to a graduate Computer Science degree program. Detailed ...

Keywords: course management, education support, internet distance education

17 Attacking passwords and bringing down the network: Exploiting open functionality in SMS-capable cellular networks

William Enck, Patrick Traynor, Patrick McDaniel, Thomas La Porta

November 2005 **Proceedings of the 12th ACM conference on Computer and communications security CCS '05**

Publisher: ACM Press

Full text available: pdf(611.26 KB) Additional Information: full citation, abstract, references, citings, index terms

Cellular networks are a critical component of the economic and social infrastructures in which we live. In addition to voice services, these networks deliver alphanumeric text messages to the vast majority of wireless subscribers. To encourage the expansion of this new service, telecommunications companies offer connections between their networks and the Internet. The ramifications of such connections, however, have not been fully recognized. In this paper, we evaluate the security impact of the ...

Keywords: denial-of-service, open-functionality, sms, telecommunications

18 Virtual Society: extending the WWW to support a multi-user interactive shared 3D environment

Yasuaki Honda, Kouichi Matsuda, Jun Rekimoto, Rodger Lea

January 1995 **Proceedings of the first symposium on Virtual reality modeling language VRML '95**

Publisher: ACM Press

Full text available: pdf(784.92 KB) Additional Information: full citation, references, citings, index terms

19 Migration: The design and implementation of Zap: a system for migrating computing environments

Steven Osman, Dinesh Subhraveti, Gong Su, Jason Nieh

December 2002 **ACM SIGOPS Operating Systems Review**, Volume 36 Issue SI

Publisher: ACM Press

Full text available: pdf(2.06 MB) Additional Information: full citation, abstract, references, cited by, index terms

We have created Zap, a novel system for transparent migration of legacy and networked applications. Zap provides a thin virtualization layer on top of the operating system that introduces pods, which are groups of processes that are provided a consistent, virtualized view of the system. This decouples processes in pods from dependencies to the host operating system and other processes on the system. By integrating Zap virtualization with a checkpoint-restart mechanism, Zap can migrate a pod of p ...

20 Computer-mediated communication in collaborative educational settings (report of the ITiCSE '97 working group on CMC in collaborative educational settings)

Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karlsson, Atika

Laribi, Sirkku Männikkö, Robert Spielvogel, Henry Walker
June 1997 **The supplemental proceedings of the conference on Integrating technology into computer science education: working group reports and supplemental proceedings ITiCSE-WGR '97**
Publisher: ACM Press
Full text available: pdf(109.30 KB) Additional Information: full citation, references, citings, index terms

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1 Electronic Frontier: Blanking on rebellion: where the future is "Nabster"
Brock N. Meeks
November 2001 **Communications of the ACM**, Volume 44 Issue 11
Publisher: ACM Press
Full text available: pdf(67.93 KB) html(14.92 KB) Additional Information: full citation, citings, index terms

2 Research contibutions: Virtual worlds: multi-disciplinary research opportunities
David A. Bray, Benn R. Konsynski
October 2007 **ACM SIGMIS Database**, Volume 38 Issue 4
Publisher: ACM
Full text available: pdf(177.99 KB) Additional Information: full citation, abstract, references, index terms

Virtual worlds are now a reality, representing intriguing environments for researchers from multiple fields to pursue collaborative investigations. To provide a background, we first highlight the basic business and sociological phenomena occurring in virtual worlds. Real-world institutions, ranging from business to governmental organizations, are already experiencing the effects of increased growth in the number of individuals participating in these virtual world environments. We consider res ...

Keywords: information systems, inter-world, intra-world, neurobiology, organizational governance, political science, virtual businesses, virtual currencies, virtual governance, virtual property

3 Applications: An analysis of Internet chat systems
Christian Dewes, Arne Wichmann, Anja Feldmann
October 2003 **Proceedings of the 3rd ACM SIGCOMM conference on Internet measurement IMC '03**
Publisher: ACM Press
Full text available: pdf(630.55 KB) Additional Information: full citation, references, citings, index terms

Keywords: IRC, chat, network measurements

4 Modeling methodology a: Virtual worlds: VRML clients linked through concurrent chat
Lee A. Belfore, Sudheer Battula
December 2002 **Proceedings of the 34th conference on Winter simulation: exploring new frontiers WSC '02**
Publisher: Winter Simulation Conference
Full text available: pdf(291.94 KB) Additional Information: full citation, abstract, references

Internet based virtual reality offers the opportunity to render content in three dimensions. In addition, the Internet provides a medium to support collaborative activities. In this work, we describe how collaborative capabilities are integrated into the Interactive Land use VRML Application (ILUVA). ILUVA is a VRML based application that supports highly interactive functionality, live updates, and the dynamic generation of VRML content. The collaborative functions have been added in the cont ...

5 A chat room assignment for teaching network security
W. Garrett Mitchener, Amin Vahdat
February 2001 **ACM SIGCSE Bulletin , Proceedings of the thirty-second SIGCSE technical symposium on Computer Science Education SIGCSE '01**, Volume 33 Issue 1
Publisher: ACM Press
Full text available: pdf(455.57 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a chat room application suitable for teaching basic network programming and security protocols. A client/server design illustrates the structure of current scalable network services while a multicast version demonstrates the need for efficient simultaneous distribution of network content to multiple receivers (e.g., as required by video broadcasts). The system also includes implementations of two security protocols, one similar to Kerberos and another based on public key enc ...

6 Chat I: Introducing chat into business organizations: toward an instant messaging maturity model
Michael J. Muller, Mary Elizabeth Raven, Sandra Kogan, David R. Millen, Kenneth Carey
November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work GROUP '03**
Publisher: ACM Press
Full text available: pdf(647.22 KB) Additional Information: full citation, abstract, references, citings, index terms

We provide the first study of instant messaging (IM) based on large samples of users' self reports. Previous studies have relied on ethnographic methods or analysis of server logs. Our self-report approach has its own strengths (large-sample; focus on attitudes, beliefs, and value attributions), as well as weaknesses (self-selection by respondents). We describe the introduction of Lotus Sametime™, an IM product, into three business organizations. Across the three organizations, we found su ...

Keywords: CSCW, chat, computer mediated communication, instant messaging, office computing, synchronous communication

7 Virtual onsite support: using internet chat and remote control to improve customer service
Sean Stockburger, Teresa Fernandez
November 2002 **Proceedings of the 30th annual ACM SIGUCCS conference on User services SIGUCCS '02**
Publisher: ACM Press

Full text available: pdf(388.10 KB) Additional Information: full citation, abstract, index terms

How many times have you heard, "I don't have time to wait for a technician! Can't you come over right now?" How about those customers who don't have the computer experience to adequately describe a problem, or do not have the patience to let a technician walk them through a simple procedure over the phone? Any Help Desk analyst who answers telephones will tell you that they wish they could look at a computer remotely, without having to trek across campus to do something that will only take a min ...

Keywords: help desk, lotus, remote control, sametime, support, technology

8 I M everywhere: What is chat doing in the workplace?

Mark Handel, James D. Herbsleb
November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work CSCW '02**
Publisher: ACM Press

Full text available: pdf(627.10 KB) Additional Information: full citation, abstract, references, citings, index terms

We report an empirical study of a synchronous messaging application with group-oriented functionality designed to support teams in the workplace. In particular, the tool supports group chat windows that allow members of a group to communicate with text that persists for about a day. We describe the experience of 6 globally-distributed work groups who used the tool over a period of 17 months. An analysis of use shows that the group functionality was used primarily for bursts of synchronous conver ...

Keywords: MUD, awareness, chat, groupware, instant messaging, presence, teams

9 System support for pervasive applications

Robert Grimm, Janet Davis, Eric Lemar, Adam Macbeth, Steven Swanson, Thomas Anderson, Brian Bershad, Gaetano Borriello, Steven Gribble, David Wetherall
November 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 4
Publisher: ACM Press

Full text available: pdf(1.82 MB) Additional Information: full citation, abstract, references, citings, index terms

Pervasive computing provides an attractive vision for the future of computing. Computational power will be available everywhere. Mobile and stationary devices will dynamically connect and coordinate to seamlessly help people in accomplishing their tasks. For this vision to become a reality, developers must build applications that constantly adapt to a highly dynamic computing environment. To make the developers' task feasible, we present a system architecture for pervasive computing, called & ...

Keywords: Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

10 Chat II: What counts as success? punctuated patterns of use in a persistent chat environment

Christine A. Halverson, Thomas Erickson, Jeremy Sussman
November 2003 **Proceedings of the 2003 international ACM SIGGROUP conference on Supporting group work GROUP '03**
Publisher: ACM Press

Full text available: Additional Information: full citation, abstract, references, citings, index

pdf(380.67 KB) terms

This paper presents a case study of a globally distributed work group's use of an online environment called "Loops." Loops is a web-based persistent chat system whose aim is to support collaboration amongst corporate work groups. We describe the ways in which the group turned the system's features to its own ends, and the unusual usage rhythm that corresponded with the team's varying needs for communication as it moved through its work cycle. We conclude with a discussion of design implications, ...

Keywords: CMC, CSCW, chat, instant messaging, persistent chat, software development, virtual community

11 rhizoreality.mu

Christian Babski, Patrick Keller
February 2001 **Proceedings of the sixth international conference on 3D Web technology Web3D '01**
Publisher: ACM Press
Full text available: pdf(1.44 MB) Additional Information: full citation, references, index terms

Keywords: Java, VRML, multi-user, scalable system, shared virtual worlds

12 Ensuring privacy in presence awareness: an automated verification approach

Patrice Godefroid, James D. Herbsleb, Lalita Jategaonkar Jagadeesany, Du Li
December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work CSCW '00**
Publisher: ACM Press
Full text available: pdf(151.39 KB) Additional Information: full citation, abstract, references, citings, index terms

Providing information about other users and their activites is a central function of many collaborative applications. The data that provide this "presence awareness" are usually automatically generated and highly dynamic. For example, services such as AOL Instant Messenger allow users to observe the status of one another and to initiate and participate in chat sessions. As such services become more powerful, privacy and security issues regarding access to sensitive user data become critical ...

Keywords: computer-supported cooperative work, coordination, presence awareness, privacy, security, verification

13 Building multi-device, component-based, thin-client groupware: issues and experiences

John Grundy, Xing Wang, John Hosking
January 2002 **Australian Computer Science Communications , Proceedings of the Third Australasian conference on User interfaces - Volume 7 AUIC '02**, Volume 24 Issue 4
Publisher: Australian Computer Society, Inc., IEEE Computer Society Press
Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, cited by, index terms

The use of groupware, or collaborative work-supporting technologies, has become widespread, but many existing groupware systems are too difficult to integrate with domain-specific software applications, only work for specific user interface hardware, or provide inappropriate, thick-client architectural solutions. We describe a set of server-side

software components we have developed providing a variety of thin-client groupware solutions (chat, email, annotation, to-do lists, notification etc). ...

Keywords: groupware, mobile user interfaces, software architecture, thin-client user interfaces

14 Community tech: A persistent chat space for work groups: the design, evaluation and deployment of loops

Thomas Erickson, Wendy A. Kellogg, Mark Laff, Jeremy Sussman, Tracee Vetting Wolf, Christine A. Halverson, Denise Edwards

June 2006 **Proceedings of the 6th conference on Designing Interactive systems DIS '06**

Publisher: ACM

Full text available: pdf(402.49 KB) Additional Information: full citation, abstract, references, index terms

Loops is a text-based computer mediated communication system aimed at small- to medium-sized corporate work groups. We begin by discussing the goals of the system and the rationale behind its design, particularly its treatment of non-conversational text. Next we describe its realization in an implemented system, and discuss how an early working version of the system was'group tested,' and the changes that lead to. We then discuss its deployment within our organization, and provide examples of ho ...

Keywords: CMC, CSCW, IM, awareness, chat, conversation, design, instant messaging, online environments, social proxy

15 Exhibits: The chat circles series: explorations in designing abstract graphical communication interfaces

Judith Donath, Fernanda B. Viégas

June 2002 **Proceedings of the 4th conference on Designing interactive systems: processes, practices, methods, and techniques DIS '02**

Publisher: ACM

Full text available: pdf(357.12 KB) Additional Information: full citation, abstract, references, cited by, index terms

We have been creating a series of graphical chat programs designed to foster social interaction and expressive communication. We started with a spare, minimalist interface and in subsequent programs have modified its fundamental features: background space, individual representation, movement implementation, communication channels, and history depiction. The resulting family of graphical chat programs share many interface features but differ significantly in their feel and function. This paper ex ...

Keywords: conversational interface, online chat, social communication

16 Notification servers for synchronous groupware

John F. Patterson, Mark Day, Jakov Kucan

November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperative work CSCW '96**

Publisher: ACM Press

Full text available: pdf(850.36 KB) Additional Information: full citation, references, citings, index terms

Keywords: client/server architectures, design principles, groupware infrastructure, multi-user applications, notification, performance, protocol, state sharing, synchronous

groupware

17 Video: Watching together: integrating text chat with video

Justin D. Weisz, Sara Kiesler, Hui Zhang, Yuqing Ren, Robert E. Kraut, Joseph A. Konstan
April 2007 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '07**
Publisher: ACM Press
Full text available: pdf(819.62 KB) Additional Information: full citation, abstract, references, index terms

Watching video online is becoming increasingly popular, and new video streaming technologies have the potential to transform video watching from a passive, isolating experience into an active, socially engaging experience. However, the viability of an active social experience is unclear: both chatting and watching video require attention, and may interfere with one another and detract from the experience. In this paper, we empirically examine the activity of chatting while watching video onli ...

Keywords: chat, friends, interactive television, social TV, strangers, video

18 Large communities: Grounding needs: achieving common ground via lightweight chat in large, distributed, ad-hoc groups

Jeremy P. Birnholtz, Thomas A. Finholt, Daniel B. Horn, Sung Joo Bae
April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '05**
Publisher: ACM Press
Full text available: pdf(417.98 KB) Additional Information: full citation, abstract, references, index terms

This paper reports on the emergent use of lightweight text chat to provide important grounding and facilitation information in a large, distributed, ad-hoc group of researchers participating in a live experiment. The success of chat in this setting suggests a critical re-examination and extension of Clark and Brennan's work on grounding in communication. Specifically, it is argued that there are some settings characterized by reduced information and clarification needs, where the use of extremel ...

Keywords: chat, collaboratories, common ground, cyberinfrastructure, cyberscience, distributed groups, instant messaging

19 I Think, therefore IM: Introducing instant messaging and chat in the workplace

James D. Herbsleb, David L. Atkins, David G. Boyer, Mark Handel, Thomas A. Finholt
April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves CHI '02**
Publisher: ACM Press
Full text available: pdf(619.32 KB) Additional Information: full citation, abstract, references, citings, index terms

We report on our experiences of introducing an instant messaging and group chat application into geographically distributed workgroups. We describe a number of issues we encountered, including privacy concerns, individual versus group training, and focusing on teams or individuals. The perception of the tool's utility was a complex issue, depending both on users' views of the importance of informal communication, and their perceptions of the nature of cross-site communication issues. Finally, we ...

Keywords: chat, distributed teams, groupware, instant messaging, presence awareness, technology diffusion

20 Introducing network programming into a CS1 course

Michael H. Goldwasser, David Letscher

June 2007 **ACM SIGCSE Bulletin , Proceedings of the 12th annual SIGCSE conference on Innovation and technology in computer science education ITiCSE '07,** Volume 39 Issue 3
Publisher: ACM Press
Full text available: pdf(130.16 KB) Additional Information: full citation, abstract, references, index terms

Incorporating advanced programming concepts into an introductory programming course has to be done carefully to avoid overwhelming the students. We describe our experiences doing network programming in a CS1 course taught in Python. The simplicity of the built-in libraries allowed a fair amount of networking to be introduced in a week-long module of the course. In this short time we had the students writing both multithreaded clients and servers.

Keywords: client, python, server

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1 Using mobile code to create ubiquitous augmented reality
Kari J. Kangas, Juha Röning
March 2002 **Wireless Networks**, Volume 8 Issue 2/3
Publisher: Kluwer Academic Publishers
Full text available: pdf(239.77 KB) Additional Information: full citation, abstract, references, index terms

Augmented reality systems supplement reality by adding virtual objects into a real-world view. In this article, we describe a flexible mobile code approach for implementing ubiquitous, active, and mobile augmented reality systems. We will concentrate primarily on solving the problem of how to acquire the data for the virtual objects in a way that will be flexible and expandable enough to be used in ubiquitous computing. To clarify the concepts and to illustrate our current research status, we wi ...

Keywords: augmented reality, mobile code, mobile computing, ubiquitous computing

2 Community building in CVW
Tari Lin Fanderclai
December 1998 **ACM SIGGROUP Bulletin**, Volume 19 Issue 3
Publisher: ACM Press
Full text available: pdf(512.71 KB) Additional Information: full citation, index terms

3 Regular contributions: Creating serendipitous encounters in a geographically distributed community
Adithya Renduchintala, Aisling Kelliher, Hari Sundaram
October 2006 **Proceedings of the 1st ACM international workshop on Human-centered multimedia HCM '06**
Publisher: ACM Press
Full text available: pdf(595.19 KB) Additional Information: full citation, abstract, references, index terms

This paper is focused on the development of serendipitous interfaces that promote casual and chance encounters within a geographically distributed community. The problem is particularly important for distributed workforces, where there is little opportunity for chance encounters that are crucial to the formation of a sense of community. There are three contributions of this paper. (a) development of a robust communication architecture facilitating serendipitous casual interaction using online me ...

Keywords: image repository, mediated communication, online media repository, remote interfaces, serendipitous interaction, social computing

4 Columns: Risks to the public in computers and related systems

Peter G. Neumann
January 2001 **ACM SIGSOFT Software Engineering Notes**, Volume 26 Issue 1
Publisher: ACM Press
Full text available: pdf(3.24 MB) Additional Information: full citation

5 Can you see me now?

Steve Benford, Andy Crabtree, Martin Flintham, Adam Drozd, Rob Anastasi, Mark Paxton, Nick Tandavanitj, Matt Adams, Ju Row-Farr
March 2006 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 13 Issue 1
Publisher: ACM Press
Full text available: pdf(1.83 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a study of a mobile mixed reality game called *Can You See Me Now?* in which online players are chased through a virtual model of a city by 'runners' (professional performers equipped with GPS and WiFi technologies) who have to run through the actual city streets in order to catch the players. We present an ethnographic study of the game as it toured through two different cities and draws upon video recordings of online players, runners, technical support crew, and al ...

Keywords: GPS, Mobile and wireless games, ethnography, orchestration

6 Low-Bandwidth Communication Tools for Science

Enrique Canessa, Clement Onime
July 2000 **Linux Journal**
Publisher: Specialized Systems Consultants, Inc.
Full text available: html(11.76 KB) Additional Information: full citation, abstract, references, index terms

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7 Key management: Hardware-rooted trust for secure key management and transient trust

Jeffrey S. Dwoskin, Ruby B. Lee
October 2007 **Proceedings of the 14th ACM conference on Computer and communications security CCS '07**
Publisher: ACM
Full text available: pdf(520.62 KB) Additional Information: full citation, abstract, references, index terms

We propose minimalist new hardware additions to a microprocessor chip that protect cryptographic keys in portable computing devices which are used in the field but owned by a central authority. Our *authority-mode architecture* has trust rooted in two critical secrets: a Device Root Key and a Storage Root Hash, initialized in the device by the trusted authority. Our architecture protects trusted software, bound to the device, which can use the root secrets to protect other sensitive info ...

Keywords: emergency response, hardware policy enforcement, key management, secret

protection (sp), secure processors, transient trust

8 The web of system performance

Brian Whitworth, Jerry Fjermestad, Edward Mahinda
May 2006 **Communications of the ACM**, Volume 49 Issue 5
Publisher: ACM Press
Full text available: pdf(320.01 KB) html(34.87 KB) Additional Information: full citation, abstract, references, index terms

Because information system performance is multidimensional, specialist theories of performance dimensions must be integrated into a model of system design.

9 Artificial intelligence for animation: Autonomous pedestrians

Wei Shao, Demetri Terzopoulos
July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**
Publisher: ACM Press
Full text available: pdf(992.95 KB) Additional Information: full citation, abstract, references, citings, index terms

We address the difficult open problem of emulating the rich complexity of real pedestrians in urban environments. Our artificial life approach integrates motor, perceptual, behavioral, and cognitive components within a model of pedestrians as **individuals.** Our comprehensive model feature innovations in these components, as well as in their combination, yielding results of unprecedented fidelity and complexity for fully autonomous multi-human simulation in a large urban environment. We repr ...

10 Applications: An analysis of Internet chat systems

Christian Dewes, Arne Wichmann, Anja Feldmann
October 2003 **Proceedings of the 3rd ACM SIGCOMM conference on Internet measurement IMC '03**
Publisher: ACM Press
Full text available: pdf(630.55 KB) Additional Information: full citation, references, citings, index terms

Keywords: IRC, chat, network measurements

11 An open-source CVE for programming education: a case study: An open-source CVE for programming education: a case study

Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks
July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**
Publisher: ACM Press
Full text available: pdf(7.92 MB) Additional Information: full citation, references

12 Technical correspondence: Analysis of the limitations of multiple client handling in a Java server environment

Simon Beloglavec, Marjan Heričko, Matjaž B. Jurič, Ivan Rozman
April 2005 **ACM SIGPLAN Notices**, Volume 40 Issue 4
Publisher: ACM Press
Full text available: pdf(6.09 MB) Additional Information: full citation, abstract, references, index terms

A server infrastructure in web servers, message servers and other parallel systems use a variation of two software architectures for providing concurrency: threaded or event-driven. This paper analyzes the performance limitations of concurrent applications implemented in Java. Both architectures have been evaluated and compared with various design patterns, which combine the best practices from both architectures. For each architecture the suitability for handling a large volume of client reques ...

Keywords: Java networking, event-driven server, threaded server

13 Privacy and security awareness: Using relationship to control disclosure in Awareness servers

Scott Davis, Carl Gutwin

May 2005 **Proceedings of Graphics Interface 2005 GI '05**

Publisher: Canadian Human-Computer Communications Society

Full text available: pdf(163.63 KB) Additional Information: full citation, abstract, references

Awareness servers provide information about a person to help observers determine whether they are available for contact. A tradeoff exists in these systems: more sources of information, and higher fidelity in those sources, can improve people's decisions, but each increase in information reduces privacy. In this paper, we look at whether the type of relationship between the observer and the person being observed can be used to manage this tradeoff. We conducted a survey that asked people what am ...

Keywords: availability, availability awareness, awareness servers, privacy, relationship-based control

14 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez

July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

15 Adaptive resource management algorithms for indoor mobile computing environments

Songwu Lu, Vaduvur Bharghavan

August 1996 **ACM SIGCOMM Computer Communication Review , Conference proceedings on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '96**, Volume 26 Issue 4

Publisher: ACM Press

Full text available: pdf(299.22 KB) Additional Information: full citation, abstract, references, citings, index terms

Emerging indoor mobile computing environments seek to provide a user with an advanced set of communication-intensive applications, which require sustained quality of service in the presence of wireless channel error, user mobility, and scarce available resources. In this paper, we investigate two related approaches for the management of critical networking resources in indoor mobile computing environments:• adaptively re-adjusting the quality of service within pre-negotiated bounds in o ...

16 Online gaming services: Game server selection for multiple players

Steven Gargolinski, Christopher St. Pierre, Mark Claypool

October 2005 **Proceedings of 4th ACM SIGCOMM workshop on Network and system support for games NetGames '05**

Publisher: ACM Press

Full text available: pdf(190.96 KB) Additional Information: full citation, abstract, references, index terms

The increase in power and connectivity of computers has enabled a growth in network games, with many games having numerous servers to which a player can connect. The game server selected influences the game play, both by impacting the game type and map choice as well as the connection latency and server performance. Often, geographically spread-out friends, family and clan members want to play together on a centrally-located game server with good performance. Unfortunately, current game server s ...

Keywords: network games, server selection

17 Towards user-centric metrics for denial-of-service measurement

Jelena Mirkovic, Alefiya Hussain, Brett Wilson, Sonia Fahmy, Peter Reiher, Roshan Thomas, Wei-Min Yao, Stephen Schwab

June 2007 **Proceedings of the 2007 workshop on Experimental computer science ExpCS '07**

Publisher: ACM Press

Full text available: pdf(1.79 MB) Additional Information: full citation, abstract, references, index terms

To date, the measurement of user-perceived degradation of quality of service during denial of service (DoS) attacks remained an elusive goal. Current approaches mostly rely on lower level traffic measurements such as throughput, utilization, loss rate, and latency. They fail to monitor all traffic parameters that signal service degradation for diverse applications, and to map application quality-of-service (QoS) requirements into specific parameter thresholds. To objectively evaluate an attac ...

Keywords: denial of service, metrics

18 Community tech: A persistent chat space for work groups: the design, evaluation and deployment of loops

Thomas Erickson, Wendy A. Kellogg, Mark Laff, Jeremy Sussman, Tracee Vetting Wolf, Christine A. Halverson, Denise Edwards

June 2006 **Proceedings of the 6th conference on Designing Interactive systems DIS '06**

Publisher: ACM

Full text available: pdf(402.49 KB) Additional Information: full citation, abstract, references, index terms

Loops is a text-based computer mediated communication system aimed at small- to medium-sized corporate work groups. We begin by discussing the goals of the system and the rationale behind its design, particularly its treatment of non-conversational text. Next

we describe its realization in an implemented system, and discuss how an early working version of the system was'group tested,' and the changes that lead to. We then discuss its deployment within our organization, and provide examples of ho ...

Keywords: CMC, CSCW, IM, awareness, chat, conversation, design, instant messaging, online environments, social proxy

19 Scalability in MMOGs: Applicability of group communication for increased scalability in MMOGs

Knut-Helge Vik, Carsten Griwodz, Pål Halvorsen

October 2006 **Proceedings of 5th ACM SIGCOMM workshop on Network and system support for games NetGames '06**

Publisher: ACM Press

Full text available: pdf(439.18 KB) Additional Information: full citation, abstract, references, index terms

Massive multiplayer online games (MMOGs) are today the driving factor for the development of distributed interactive applications, and they are increasing in size and complexity. Even a small MMOG supports thousands of players, the biggest support hundreds of thousands of concurrent players. Since they are typically built as strict client-server systems, they suffer from the inherent scalability problem of the architecture. Computing power and bandwidth limitations close to the server limit t ...

20 Introducing network programming into a CS1 course

Michael H. Goldwasser, David Letscher

June 2007 **ACM SIGCSE Bulletin , Proceedings of the 12th annual SIGCSE conference on Innovation and technology in computer science education ITiCSE '07**, Volume 39 Issue 3

Publisher: ACM Press

Full text available: pdf(130.16 KB) Additional Information: full citation, abstract, references, index terms

Incorporating advanced programming concepts into an introductory programming course has to be done carefully to avoid overwhelming the students. We describe our experiences doing network programming in a CS1 course taught in Python. The simplicity of the built-in libraries allowed a fair amount of networking to be introduced in a week-long module of the course. In this short time we had the students writing both multithreaded clients and servers.

Keywords: client, python, server

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1 Community building in CVW
Tari Lin Fanderclai
December 1998 **ACM SIGGROUP Bulletin**, Volume 19 Issue 3
Publisher: ACM Press
Full text available: pdf(512.71 KB) Additional Information: full citation, index terms

2 Columns: Risks to the public in computers and related systems
Peter G. Neumann
January 2001 **ACM SIGSOFT Software Engineering Notes**, Volume 26 Issue 1
Publisher: ACM Press
Full text available: pdf(3.24 MB) Additional Information: full citation

3 Artificial intelligence for animation: Autonomous pedestrians
Wei Shao, Demetri Terzopoulos
July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**
Publisher: ACM Press
Full text available: pdf(992.95 KB) Additional Information: full citation, abstract, references, citings, index terms

We address the difficult open problem of emulating the rich complexity of real pedestrians in urban environments. Our artificial life approach integrates motor, perceptual, behavioral, and cognitive components within a model of pedestrians as **individuals.** Our comprehensive model feature innovations in these components, as well as in their combination, yielding results of unprecedented fidelity and complexity for fully autonomous multi-human simulation in a large urban environment. We repr ...

4 Digesting virtual "geek" culture: the summarization of technical internet relay chats
Liang Zhou, Eduard Hovy
June 2005 **Proceedings of the 43rd Annual Meeting on Association for Computational Linguistics ACL '05**
Publisher: Association for Computational Linguistics
Full text available: pdf(317.59 KB) Additional Information: full citation, abstract, references

This paper describes a summarization system for technical chats and emails on the Linux kernel. To reflect the complexity and sophistication of the discussions, they are clustered according to subtopic structure on the sub-message level, and immediate responding pairs are identified through machine learning methods. A resulting summary consists of one or more mini-summaries, each on a subtopic from the discussion.

5 Combining Topic Models and Social Networks for Chat Data Mining

Ville H. Tuulos, Henry Tirri

September 2004 **Proceedings of the 2004 IEEE/WIC/ACM International Conference on Web Intelligence WI '04**

Publisher: IEEE Computer Society

Full text available: pdf(149.90 KB) Publisher Site Additional Information: full citation, abstract, cited by

Informal chat-room conversations have intrinsically different properties from regular static document collections. Noise, concise expressions and dynamic, changing and interleaving nature of discussions make chat data ill-suited for analysis with an off-the-shelf text mining method. On the other hand, interactive human communication has some implicit features which may be used to enhance the results. In our research we infer social network structures from the chat data by using a few basic heuri ...

6 An open-source CVE for programming education: a case study: An open-source CVE for programming education: a case study

Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks

July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05**

Publisher: ACM Press

Full text available: pdf(7.92 MB) Additional Information: full citation, references

7 Collaborative learning through computer-mediated argumentation

A. L. Veerman, J. E. B. Andriessen, G. Kanselaar

December 1999 **Proceedings of the 1999 conference on Computer support for collaborative learning CSCL '99**

Publisher: International Society of the Learning Sciences

Full text available: pdf(206.57 KB) Additional Information: full citation, abstract, references, citings

This article reports on three studies that involved undergraduate students collaboratively working on authentic discussion tasks in synchronous and asynchronous Computer Mediated Communication systems (Netmeeting, Belvédère, Allaire Forums). The purposes of the assignments were respectively to develop insight and understanding in a theoretical framework, to co-construct meaningful didactics for a computer based training program and to develop insight and understanding in educationa ...

Keywords: argumentation, computer-mediated communication, discussion forums

8 Evaluating the effectiveness of ICT to support globally distributed PBL teams

Chew Swee Cheng, Chris Beaumont

June 2004 **ACM SIGCSE Bulletin , Proceedings of the 9th annual SIGCSE conference on Innovation and technology in computer science education ITiCSE '04**, Volume 36 Issue 3

Publisher: ACM Press

Full text available: pdf(174.71 KB) Additional Information: full citation, abstract, references, index terms

In the 21st century it is becoming increasingly common to work and learn in teams that are globally distributed. Such teams rely heavily on ICT to facilitate communication. There

are many communication tools and technologies to choose from. This study investigates the effectiveness of a rich set of tools and considers if synergy exists between them. This paper reports and analyses the use of communication tools by students in a distributed Problem-based Learning (dPBL) environment. The PBL teams ...

Keywords: distributed problem-based learning (dPBL), problem-based learning (PBL)

9 Web-based discussion forums: the staff perspective

Judy Sheard, Jan Miller, Sita Ramakrishnan

June 2003 **ACM SIGCSE Bulletin , Proceedings of the 8th annual conference on Innovation and technology in computer science education ITiCSE '03**, Volume 35 Issue 3

Publisher: ACM Press

Full text available: pdf(339.16 KB) Additional Information: full citation, abstract, references, citings, index terms

Web-based discussion forums are used in a range of undergraduate and graduate courses in the School of Computer Science and Software Engineering at Monash University. The enthusiastic adoption of these facilities by students has impacted upon staff worklods and recently concerns have been raised by staff about the time and effort required to manage them. Furthermore, it has been difficult to determine the pedagogical value of these facilities and the level of educational support they provide to ...

Keywords: Web-based discussion forums, anonymous feedback

10 Designing an online service for a math community

Martin Wessner, Wesley Shumar, Gerry Stahl, Johann Sarmiento, Martin Mühlpfordt, Stephen Weimar

June 2006 **Proceedings of the 7th international conference on Learning sciences ICLS '06**

Publisher: International Society of the Learning Sciences

Full text available: pdf(546.99 KB) Additional Information: full citation, abstract, references

In the Virtual Math Teams project an online service for groups of people to discuss and collaboratively solve mathematical problems is being developed. The paper takes a qualitative approach to looking at the design-based research process of developing the platform for a synchronous math problem solving environment. We sketch the transition from early experiments with commercially available tools to a series of studies conducted with a research tool finally to the design of a platform which prov ...

11 No need to read messages right now: helping mediators to steer educational forums using statistical and visual information

Marco Aurélio Gerosa, Mariano Gomes Pimentel, Hugo Fuks, Carlos J. P. Lucena

May 2005 **Proceedings of th 2005 conference on Computer support for collaborative learning: learning 2005: the next 10 years! CSCL '05**

Publisher: International Society of the Learning Sciences

Full text available: pdf(274.49 KB) Additional Information: full citation, abstract, references

In an education environment, a forum provides a valuable tool that can be used to foster reflection and a deeper analysis of subjects being discussed. However, as an asynchronous communication tool, participation can occur at any time, demanding a constant attention of the teacher to satisfactorily mediate the group and the discussion. In addition, a reasonable number of messages can be posted in a short period of time, making it hard to follow up and coordinate the discussion. This paper propos ...

Keywords: collaboration, coordination, forum, message inspection

12 Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(5.07 MB) mov(68:6 MIN) Additional Information: full citation, appendices and supplements, abstract, references, cited by, index terms

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources.In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

13 Effective discussions, social talks and learning: a paradox on learning in discussion forums

Fei-Ching Chen, Yu-Wei Lee, Hui Chen Chu, Hung Ren Wang, Huo-Ming Jiang
May 2005 **Proceedings of th 2005 conference on Computer support for collaborative learning: learning 2005: the next 10 years! CSCL '05**

Publisher: International Society of the Learning Sciences

Full text available: pdf(213.84 KB) Additional Information: full citation, abstract, references

It is generally accepted that social talks have nothing to do with on-task discussion, or even that they are to be discouraged in the interests of effective learning. However, from a community-building perspective, social interaction is key to the sustainability of a learning community. An apparent paradox seems to exist in that, while social interaction is critical for community cohesion, social postings do not contribute to effective discussion. The authors argue that previous research using p ...

Keywords: "off-task" interaction, effective discussions, social talks, thread

14 Promoting team interaction in the online classroom

Cynthia M. Calongne
October 2002 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 1

Publisher: Consortium for Computing Sciences in Colleges

Full text available: pdf(43.28 KB) Additional Information: full citation, abstract, references, citings, index terms

Team products tend to be of higher quality than those produced by individual efforts. Classes on campus take advantage of this phenomenon, teaching software engineering students how to produce software deliverables and products while working in teams. Online software engineering classes also require team projects, but they can be plagued with problems. While it is important to teach online students how to work in teams during the planning, design, and development of software products, many stude ...

Keywords: asynchronous learning networks, discussion board forums, distance education, distance learning, interaction, online classes, software engineering, software

project management, teams, user interface design, virtual teams

15 ACM forum

June 1977 **Communications of the ACM**, Volume 20 Issue 6

Publisher: ACM Press

Full text available: pdf(977.78 KB) Additional Information: full citation, references

16 Knowledge sharing in software engineering: Group awareness in distributed software development

Carl Gutwin, Reagan Penner, Kevin Schneider

November 2004 **Proceedings of the 2004 ACM conference on Computer supported cooperative work CSCW '04**

Publisher: ACM Press

Full text available: pdf(365.27 KB) Additional Information: full citation, abstract, references, citings, index terms

Open-source software development projects are almost always collaborative and distributed. Despite the difficulties imposed by distance, these projects have managed to produce large, complex, and successful systems. However, there is still little known about how open-source teams manage their collaboration. In this paper we look at one aspect of this issue: how distributed developers maintain group awareness. We interviewed developers, read project communication, and looked at project artifac ...

Keywords: OSS, collaborative software development, group awareness

17 Tutorial: The basics of e-learning: an excerpt from handbook of human factors in web design

Lisa Neal, Diane Miller

August 2005 **eLearn**, Volume 2005 Issue 8

Publisher: ACM Press

Full text available: html(121.89 KB) Additional Information: full citation, index terms

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18 Collaborative learning in a 3D virtual environment: design factors and evaluation results

Nicoletta Di Blas, Caterina Poggi, Thomas C. Reeves

June 2006 **Proceedings of the 7th international conference on Learning sciences ICLS '06**

Publisher: International Society of the Learning Sciences

Full text available: pdf(518.86 KB) Additional Information: full citation, abstract, references

The paper describes the design and evaluation of three collaborative 3D virtual environments for learning (i.e. 3D worlds shared through the internet in which learners meet together at the same time). Since the first program was launched in 2002, more than 3,600 students and 180 teachers from Europe and Israel have been involved in these projects. The educational impact has been carefully monitored using a variety of evaluation strategies. The results---in terms of achieved knowledge, skills and ...

19 Presenting to local and remote audiences: design and use of the TELEP system

Gavin Jancke, Jonathan Grudin, Anoop Gupta
April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '00**
Publisher: ACM Press

Full text available: pdf(1.07 MB) Additional Information: full citation, abstract, references, citings, index terms

The current generation of desktop computers and networks are bringing streaming audio and video into widespread use. A small investment allows presentations or lectures to be multicast, enabling passive viewing from offices or rooms. We surveyed experienced viewers of multicast presentations and designed a lightweight system that creates greater awareness in the presentation room of remote viewers and allows remote viewers to interact with each other and the speaker. We report on the design, ...

Keywords: streaming media, tele-presentation

20 Computer supported learning: The effects of explicit referencing in distance problem solving over shared maps

Mauro Cherubini, Pierre Dillenbourg
November 2007 **Proceedings of the 2007 international ACM conference on Supporting group work GROUP '07**
Publisher: ACM

Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, references, index terms

Explicit Referencing is a mechanism for enabling deictic gestures in on-line communication. Little is known about the impact of ER on distance problem solving. In this paper, we report on a study where 120 students (60 pairs) had to solve a problem collaboratively, at a distance, using *chat* tools that differed in the way a user may relate an utterance to the task context. Results indicate that team performance is improved by explicit referencing mechanisms. However, when Explicit Refer ...

Keywords: computer supported cooperative work, computer-mediated communication, context, deictic

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